| TOW GUNNERY TABLE 3 AND 4: ADVANCED GUNNERY  |          |                  |                                   |       |       |                         |       |
|--|----------|------------------|-----------------------------------|-------|-------|-------------------------|-------|
| ☐ PRACTICE ☐ QUALIFICATION   |          |                  |                                   |       |       |                         |       |
| For use of this form, see FM 23-34. The proponent agency is TRADOC.  |          |                  |                                   |       |       |                         |       |
| DATA REQUIRED BY PRIVACY ACT OF 1974  AUTHORITY:10USC 30129g. Executive Order 9397. PRINCIPAL PURPOSE(S): Records individual's performance on record fire range. ROUTINE USE(S): Evaluation of individual's proficiency and basis for determination of award of proficiency badge; SSN is used for positive identification purposes only. MANDATORY OR VOLUNTARY DISCLOSURE AND EFFECT ON INDIVIDUAL NOT PROVIDING INFORMATION: Voluntary; individuals not providing information cannot be rated/scored on a mass basis. |          |                  |                                   |       |       |                         |       |
| NAME:  |          | RANK:            | SSAN:                             |       |       | UNIT:                   |       |
| DATE:  |          |                  | DISK#                             |       |       |                         |       |
| MISSION#   | INDIVIDU | JAL GUNNERY TASH | K TESTED                          | SIGHT | SCORE | SUCCE                   | SSFUL |
| #  |          |                  |                                   |       |       | YES                     | NO    |
| #  |          |                  |                                   |       |       | YES                     | NO    |
| #  |          |                  |                                   |       |       | YES                     | NO    |
| #  |          |                  |                                   |       |       | YES                     | NO    |
| #  |          |                  |                                   |       |       | YES                     | NO    |
| #  |          |                  |                                   |       |       | YES                     | NO    |
| #  |          |                  |                                   |       |       | YES                     | NO    |
| #  |          |                  |                                   |       |       | YES                     | NO    |
| #  |          |                  |                                   |       |       | YES                     | NO    |
| #  |          |                  |                                   |       |       | YES                     | NO    |
| TOTAL TRACKING   |          |                  | SCORE                             |       |       | SUCCESSFUL<br>MISSIONS: |       |
| GUNNER CLASSIFICATION  |          |                  |                                   |       |       |                         |       |
| EXPERT / 875 - 1000 1ST CLASS  |          |                  | / 750 - 874 2ND CLASS / 625 - 749 |       |       |                         |       |
| SCORING ADVANCE GUNNERY TABLES   |          |                  |                                   |       |       |                         |       |
| IN THE INDIVIDUAL GUNNERY TABLES, THE GUNNER RATING IS DETERMINED BY HIS TOTAL POINT SCORE FOR 10 MISSIONS, PLUS HE MUST HAVE AT LEAST 6 SUCCESSFUL MISSIONS. A SUCCESSFUL MISSION IS ONE WHERE THE GUNNER CORRECTLY FOLLOWS   |          |                  |                                   |       |       |                         |       |

IN THE INDIVIDUAL GUNNERY TABLES, THE GUNNER RATING IS DETERMINED BY HIS TOTAL POINT SCORE FOR 10 MISSIONS, PLUS HE MUST HAVE AT LEAST 6 SUCCESSFUL MISSIONS. A SUCCESSFUL MISSION IS ONE WHERE THE GUNNER CORRECTLY FOLLOWS THE TRAINERS FIRE COMMANDS AND ENGAGES AND DESTROYS THE CORRECT TARGET. IF THE MISSION IS A FRATRICIDE MISSION, THE GUNNER SHOULD NOT ENGAGE THE TARGET. IF HE DOES NOT ENGAGE THE FRIENDLY VEHICLE, HE SCORES 100 POINTS AND A SUCCESSFUL MISSION. IF HE ENGAGES THE FRIENDLY VEHICLE, HE SCORES 0 POINTS AND AN UNSUCCESSFUL MISSION. IN TARGET ENGAGEABILITY AND EVASIVE TARGET SCENARIOS IT DOES NOT MATTER WHICH TARGET IS ENGAGED.